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AMENDMENTS TO THE CLAIMS

1. (Original) A method for enabling intercommunication among a plurality of users accessing the same Internet web page, each user accessing the Internet through a respective client computer, the web page operating on a content server computer, the method comprising the steps of, when a first user requests intercommunication service via a first client computer:

sending from a control server to the first client computer a first signal which creates on the first client computer's display of the web page a resident animated character for which the first user controls the appearance, position, movement, and any multimedia output produced by the resident character; and

sending from the control server to the first client computer a second signal which creates on the first client computer's display of the web page a visitor animated character which is entirely out of the first user's control, the control server controlling at least the appearance, position, movement, and any multimedia output produced by the visitor character in accordance with a signal received by the control server from a second client computer.

2. (Original) The method of claim 1 wherein the first and second signals install first and second computer subprograms which are executed on the first user's presentation of the web page, the first computer subprogram including a login process which initiates the resident character and a client listening process which remains on the first client computer and responds to incoming signals from the control server.

3. (Currently Amended) The method of ~~any preceding claim~~ claim 2 wherein the second signal creates a plurality of visitor characters, each controlled by the control server in accordance with a signal received from a different client computer.

providing code with each character permitting the corresponding user to control at least one of appearance, position, movement, and multimedia output produced by the respective character;

providing a control server on the network which is in communication with the client computers and relays communications between them;

whereby a chat room for the two users is created over the web page.

22. (Original) The method of claim 21 wherein the character objects are objects in the Flash program.

23. (Original) The method of claim 22 wherein the character objects are avatars.

24. (Currently Amended) The method of ~~any one of claims 21-23~~ claim 23 further comprising the step of creating a storage facility in which a character may leave a message for another character.

25. (Currently Amended) The method of ~~any one of claims 21-24~~ claim 24 wherein the communications relayed by the control server include at least one of: a user's modification of the appearance or position of his character; a user's movement of his character; and a user's creation of multimedia output through his character.

26. (New) The method of claim 1 wherein the second signal creates a plurality of visitor characters, each controlled by the control server in accordance with a signal received from a different client computer.

27. (New) The method of claim 1 further comprising the step of operating a listening process on the control server which is responsive to a signal received from any client computer.

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